GAMES COMPUTERS PLAY ARTICLE ARCHIVE

This archive brings together 15 early articles, notices, and other printed mentions of Games Computers Play from 1983-1987.

Built by Kay Savetz (2026)

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DSCB204 (Rev. 81)

ARTICLES OF INCORPORATION

COMMONWEALTH OF PENNSYLVANIA
DEPARTMENT OF STATE – CORPORATION BUREAU
308 NORTH OFFICE BUILDING, HARRISBURG, PA 17120

PLEASE INDICATE (CHECK ONE) TYPE CORPORATION:

- ☐ DOMESTIC BUSINESS CORPORATION
- ☒ DOMESTIC BUSINESS CORPORATION A CLOSE CORPORATION – COMPLETE BACK
- ☐ DOMESTIC PROFESSIONAL CORPORATION ENTER BOARD LICENSE NO.

FEE $75.00

010 NAME OF CORPORATION (MUST CONTAIN A CORPORATE INDICATOR UNLESS EXEMPT UNDER 15 P.S. 2908 B)
Games Computers Play, Inc.

011 ADDRESS OF REGISTERED OFFICE IN PENNSYLVANIA (P.O. BOX NUMBER NOT ACCEPTABLE)
112 East Market Street

012 CITY		033 COUNTY	013 STATE	064 ZIP CODE
York	(67)	York	Pennsylvania	17401

050 EXPLAIN THE PURPOSE OR PURPOSES OF THE CORPORATION

any lawful purpose and shall have unlimited power to engage in and to do any lawful act concerning any or all lawful business for which corporations may be incorporated under the Business Corporation Law, 15 P.S. Sec. 1371-1386, as amended.

(ATTACH 8½ x 11 SHEET IF NECESSARY)

The Aggregate Number of Shares, Classes of Shares and Par Value of Shares Which the Corporation Shall have Authority to Issue:

040 Number and Class of Shares	041 Stated Par Value Per Share if Any	042 Total Authorized Capital	031 Term of Existence
1,000,000 common	$1.00	$1,000,000	perpetual

The Name and Address of Each Incorporator, and the Number and Class of Shares Subscribed to by each Incorporator

060 Name	061, 062 063, 064 Address (Street, City, State, Zip Code)	Number & Class of Shares
Gardner C. Pomper	366 East Market Street York, Pennsylvania 17403	2,000 common
Hortense Head Pomper	114 East Market Street York, Pa. 17401	30,000 common
Gregory F. Hogg	1314 Bartley Place Belcamp, Maryland 21017	2,000 common
Brooks K. Pomper	114 East Market Street York, Pa. 17401 (ATTACH 8½ x 11 SHEET IF NECESSARY)	1,000 common

IN TESTIMONY WHEREOF, THE INCORPORATOR (S) ~~HAS~~ (HAVE) SIGNED AND SEALED THE ARTICLES OF INCORPORATION THIS 3rd DAY OF November 19 83.

Gardner C Pomper
Hortense Head Pomper
Gregory Forest Hogg
Brooks K. Pomper

– FOR OFFICE USE ONLY –

030 FILED	002 CODE	003 REV BOX	SEQUENTIAL NO.	100 MICROFILM NUMBER
NOV 7 1983	AIB		361	83651838
	REVIEWED BY mw	004 SICC	AMOUNT	001 CORPORATION NUMBER
	DATE APPROVED NOV 7 1983		$ 75	783564
William R. Davis	DATE REJECTED	CERTIFY TO ☑ REV.	INPUT BY	LOG IN NOV 7 1983 / LOG IN (REFILE)
Secretary of the Commonwealth Department of State Commonwealth of Pennsylvania	MAILED BY DATE	☑ L & I ☐ OTHER	VERIFIED BY	LOG OUT / LOG OUT (REFILE)

Articles of Incorporation, November 7, 1983

83651839

1. The following provisions shall regulate the status of the corporation as a close corporation:

(a) (Strike out (i) or (ii) below, whichever is not applicable.)

~~(i) All of the issued shares of the corporation of all classes, exclusive of treasury shares, shall be held of record by not more than _____ persons.~~
(NUMBER NOT TO EXCEED 30)

(ii) All of the issued shares of the corporation of all classes, exclusive of treasury shares, shall be held of record by not more than the smaller of twenty-five "shareholders" within the meaning of Subchapter S of the Internal Revenue Code of 1954, as amended, or 30 persons.

(b) All of the issued shares of all classes of the corporation shall be subject to one or more of the restrictions on transfer permitted by section 613.1 of the Business Corporation Law (15 P.S. § 1613.1).

(c) The corporation shall make no offering of any of its shares of any class which would constitute a "public offering" within the meaning of the Securities Act of 1933, as amended.

2. ~~(Optional: BCL § 372B) A person (other than an estate) who is not an "individual" or who is a "non-resident alien," in either case within the meaning of the Internal Revenue Code of 1954, as amended ("Code"), shall not be entitled to be a holder of record of shares of the corporation. Only a person whose consent is currently in effect to the election of the corporation to be treated as an electing small business corporation under Subchapter S of the Code and a shareholder who has not affirmatively refused to consent to the election within sixty days after he acquires his stock, shall be entitled to be a holder of record of shares of the corporation.~~

3. (Optional: BCL § 382) The business and affairs of the corporation shall be managed by the shareholders of the corporation rather than by a board of directors.

4. (Optional: § 376B) The status of the corporation as a "close corporation" within the meaning of the Business Corporation Law shall not be terminated without the affirmative vote or written consent of ~~(all holders of)~~ (shareholders holding two-thirds of the) shares of all classes of the corporation.
(FRACTION AT LEAST TWO-THIRDS)

5. ~~(Optional: BCL § 384B) (Any shareholder) (shareholders holding _____ of the shares) of the corporation may apply for the appointment of a provisional director of the corporation in the manner and upon the circumstances provided by statute.~~
(FRACTION)

6. ~~(Optional: BCL § 386) (Any shareholder) (shareholders holding _____ of the shares) of the corporation shall have the right at will to cause the corporation to be dissolved by proceeding in the manner provided by statute.~~
(FRACTION)

RECEIVED
1983 NOV -7 AM 8:56
DEPT. OF STATE

Articles of Incorporation, November 7, 1983

83651840

Commonwealth of Pennsylvania

Department of State

CERTIFICATE OF INCORPORATION

Office of the Secretary of the Commonwealth

To All to Whom These Presents Shall Come, Greeting:

Whereas, *Under the provisions of the Laws of the Commonwealth, the Secretary of the Commonwealth is authorized and required to issue a "Certificate of Incorporation" evidencing the incorporation of an entity.*

Whereas, *The stipulations and conditions of the Law have been fully complied with by*

GAMES COMPUTERS PLAY, INC. (A CLOSE CORPORATION)

Therefore, Know Ye, *That subject to the Constitution of this Commonwealth, and under the authority of the Laws thereof, I do by these presents, which I have caused to be sealed with the Great Seal of the Commonwealth, declare and certify the creation, erection and incorporation of the above in deed and in law by the name chosen hereinbefore specified.*

Such corporation shall have and enjoy and shall be subject to all the powers, duties, requirements, and restrictions, specified and enjoined in and by the applicable laws of this Commonwealth.

Given *under my Hand and the Great Seal of the Commonwealth, at the City of Harrisburg, this* 7th *day of* November *in the year of our Lord one thousand nine hundred and* eighty-three *and of the Commonwealth the two hundred* eighth

William R. Davis

Secretary of the Commonwealth

0783564

BROOKS K POMPER ESQ
112 EAST MARKET ST
YORK, PA 17401

Hello, ...zap!

Yorkers launch tele-computer game network

By JIM SILVER
Daily Record staff writer

Record photo by Bil Bowden

Gardner Pomper and Charles Emmons: Their service allows clients to chat in a graphic manner.

Amoebas are eating each other on East Market Street.

There are also tanks blasting each other, and spaceships zapping each other (and raiding planets in the process).

Of course, it's all happening on computer screens — but not one of those flashing, noisy, quarter-eating video arcade games.

Gardner Pomper thinks he's found a new (and lucrative) angle to the business of computer games. His customers, however, aren't wide-eyed, brain-fried teenagers.

Rather, they're owners of home computers, hooking in by telephone to Games Computers Play Inc. — to check a bulletin board for messages, to casually "chat" with other subscribers of the service, or to conquer a galaxy.

All the action takes place within a computer in Pomper's downtown office, where he shares a building with his brother's legal practice. He brought his business to the city after getting started in November 1983 with a Virginia Tech classmate, Greg Hogg.

After working with two assistants on the programming for more than a year, the 28-year-old Pomper has found his niche in the computer business and has the jump on his competitors.

His isn't the first messages/instant communication/game-playing service. But, he said, "Traditionally, it was thought that graphics couldn't be used."

That's just what he's got. Users can see little movable "droids" on the screen representing the people they're conversing with, and the images of space ships and tanks rival those of any video game. (They're still working on the amoebas.)

"We always wanted to do something like this," Pomper said, "but the technology wasn't there." Specifically, the graphics couldn't be transmitted over the phone lines between home-computer users.

Other companies' games still involve nothing much more exciting than typing in commands and reading the results. The leader in the field, Ohio-based CompuServe, topped $1 million in sales last year — so Pomper, whose company started taking customers six weeks ago, is optimistic.

He still has some advertising to work on, but the initial reaction was enthusiastic, he said. "We did a demonstration at one of the local users' groups in Harrisburg," he added. "They went bananas. They had never heard of it before."

Not surprisingly, 10 of the first 30 customers are from Harrisburg.

Pomper, who raised $150,000 for the business from investors, wasn't joined in York by his classmate. Hogg lives in Maryland, working on more software and communicating — computer-to-computer, of course — with the York office.

"We're feeling fairly comfortable now, because there isn't anyone else in the business now" with graphics, Pomper said. Because of the need to advertise prior to getting started, he added, "if there were anyone else — say, within six months — we'd know."

Which gives him a little more time to rev up the spacecrafts and give the micro-organisms a workout.

York Daily Record article, March 1, 1985

Chamber's membership increases

Membership in the York Area Chamber of Commerce is increased with the addition of more than 16 businesses, reports Betty Little McCarty, membership director.

They are: Bergey's General Tire, East Market Street and Haines Road; Beshore Excavation, Box 388; Buchmyer's Economy Pool Service, 518 W. Springettsbury Ave.; Burroughs Corp./John Shellenberger, Harrisburg; Chick Fil-A, 1800 Loucks Road; Chuck Hopwood-/Furniture Restoration, 321 N. Duke St.; Coveno Inc., Middletown, Pa.; Crabtree, Rohrbaugh & Associates, Suite 300, 20 W. Market St.

Diversified Contractors Inc., 333 E. Seventh Ave.; Games Computers Play Inc., 112 E. Market St.; Human Assets Management Group, 109 E. Market St.; Martin's at York Fair, 334 Carlisle Ave.; Mercantile Pennsylvania Corp., 208 E. Market St.; Mail Boxes, Etc., U.S.A., 22 S. George St.; York Stenographic Services, 34 N. George St.; York Waste Disposal Inc., 1009 E. Boundary Ave.

The York Dispatch clipping, March 11, 1985

From Here to Atari

Telecommunicators with Atari computers who want to play on-line games with other Atari owners may be interested in Games Computers Play, an on-line service offered by GCP Inc., 112 E. Market St., York, Pa. 17401/(717) 848-2660.

Users are able to exchange mail electronically, participate in on-line conversations, post bulletin board messages and play games.

The monthly minimum is $6 after a one-time $30 fee. Connect-time is $15 an hour during prime time, $6 an hour non-prime time.

■

Philadelphia Daily News clipping, March 12, 1985

U.S. REPORT

©MARSHAL ROSENTHAL 1985

Marshal M. Rosenthal reports on a new craze of interactive communication sweeping across the US hacking scene, and on the latest in all-purpose micro music synthesis.

Interactive communication

The pull of interactive gaming is the knowledge that you are not alone as you sit in the dark before a screen: that you are pitted not only against the computer, but also against dozens and possibly hundreds of other games players picking their way through an identical scenario but following no set pattern of play.

Interactive communication, and especially interactive games, are the latest preoccupation of committed computer users in the US. Many of the network information systems offer games where you can go head to head against another person. Some networks offer multiple user games where 10, 20 or 100 or more players can participate at the same time, forming groups and allegiances in simulated battles and adventures.

But the problem has been how to represent the action to the player? While a few systems offer limited graphic symbols on the screen (usually + \ > & and the like), most are text oriented. One exception is the Plato Homelink service.

Plato features outstanding static graphics. The catch was that only IBM PC machines or special (and expensive) terminals could be used. This bypassed all the personal computers. Recently Atari has introduced the Learning Phone cartridge which can access the system. It changes the Atari chameleon-like into an 80 column Plato terminal.

Plato's games combine graphics with a high level of sophistication and intelligence. There are over 25 interactive games on the network. Moria is one of the most popular, and is of the sword and sorcery type. The player establishes a character and then goes out in a land ruled by the laws of fantasy and magic. Some refer to Moria as the world's most confusing and compelling three dimensional electronic maze; it has seemingly endless rooms and corridors. Large numbers can play simultaneously, and a player can continue indefinitely (the game never "ends", although each particular event can be resolved).

Empire is the adventurer's meat and potatoes. 30 people can log-on to the game at one time to form the 4 teams, the Kazari, Federation, Romulans and Orions (this no doubt sounds familiar to fans of Star Trek). Each team controls a portion of space, with each pleyer commanding a spaceship. The purpose is to overun and dominate all of the Universe. A game can last for many hours or several days. Communication is fast and furious, as everyone is making plans and scheming how best to destroy their opponents. Two dimensional graphics are employed in this game of strategy and clear thinking. And of course, a lot of violence.

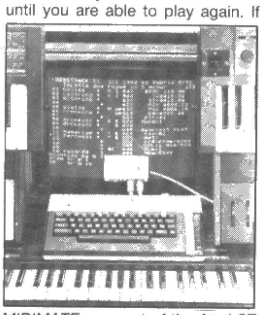
Games Computers Play bases its network on the visual, using Atari graphics to eliminate so-called "user friendly" command menus. The system is accessed with special software which does more than just act as a terminal program. Instead of a log-on code, the screen displays the massive closed doors of the Custom office, which won't open if you're not a member. If granted entry you assume control of a joystick driven robot surrogate. You may now move throughout the multi-coloured city which is composed of a variety of buildings, each relating to a type of user function – like the Post Office for mail and communications. The city scrolls with you as you enter any of the various buildings. The software provided displays the various graphics. Game's computer keeps track of who you are and where you want to go. Entering the Social building allows you to prepare for Spacelanes, the multi-user interactive role playing game. Spacelanes takes place in the Grey Sector, a galaxy of open space and lawlessness. Rules are infrequently obeyed, and fame and fortune await the bold and daring. There are a variety of sentient races, androids (and mutant variations on this theme) that the adventurer must face. He must develop his own resources as he maps his way through space, strange planets and unforseen disasters.

Spacelanes is text oriented, but differs radically in that there is an online referee. The designer, PILOT, monitors each game running, making suggestions and arbitrating events.

Each player assumes a character who can buy (or steal) weapons, aquire wealth, and in general just try to stay alive. The date and time for a game session is posted in advance to give players time to plan and discuss possible scenerios with each other.

Every session is a continuation of the last, and your character is saved until you are able to play again. If you've been killed, well now you can start all over and try to learn from your mistakes. Or make others pay for them.

(See the comms feature on page 23 for more on the use of micros in general communications applications).



MIDIMATE one part of the Atari ST that you can buy now.

The MIDI connection

There was a time when a synthesiser or electronic piano cost a fortune. Today you can buy a whole band and pack it in a briefcase. So it would seem natural for computers to have moved into this area a long time ago. Well, they did – the big, powerful ones, not the personal 8-bit machines. Even so, there was a compatibility problem in the musical instruments themselves; they just weren't made to interface with one another.

MIDI (Musical Instrument Digital Interface) is a recent standard which allows various musical keyboard and synthesiser devices to communicate with each other, in much the same way an RS232 port facilitates data transfer between a computer and various peripherals. Hybrid Arts of California has perfected the MIDIMATE; an integrated hardware/software package which works with Atari computers, past and present (a version is installed in the new ST line as well). Using menu driven software, a user can record, compose and play-back multiple tracks of music, taking full advantage of the various strengths and capabilities of up to 16 independent musical devices.

Bob Moore is the president and chief software designer of Hybrid Arts. His young appearance belies the fact that he has been working with electronics and synthesisers for many years. 'The MIDIMATE allows an incredible flexibility,' says Moore. 'The possibilities are incredible.' The software is impressive. Besides visual/aural metronomes, tempo controls, sequence tracks, overdubbing; devices can be remotely controlled, each note precisely monitored and accounted for. Moore notes that the MIDIMATE has been given a tough construction for the novice and musician alike. "It's a sealed unit, you can't hurt it," he adds.

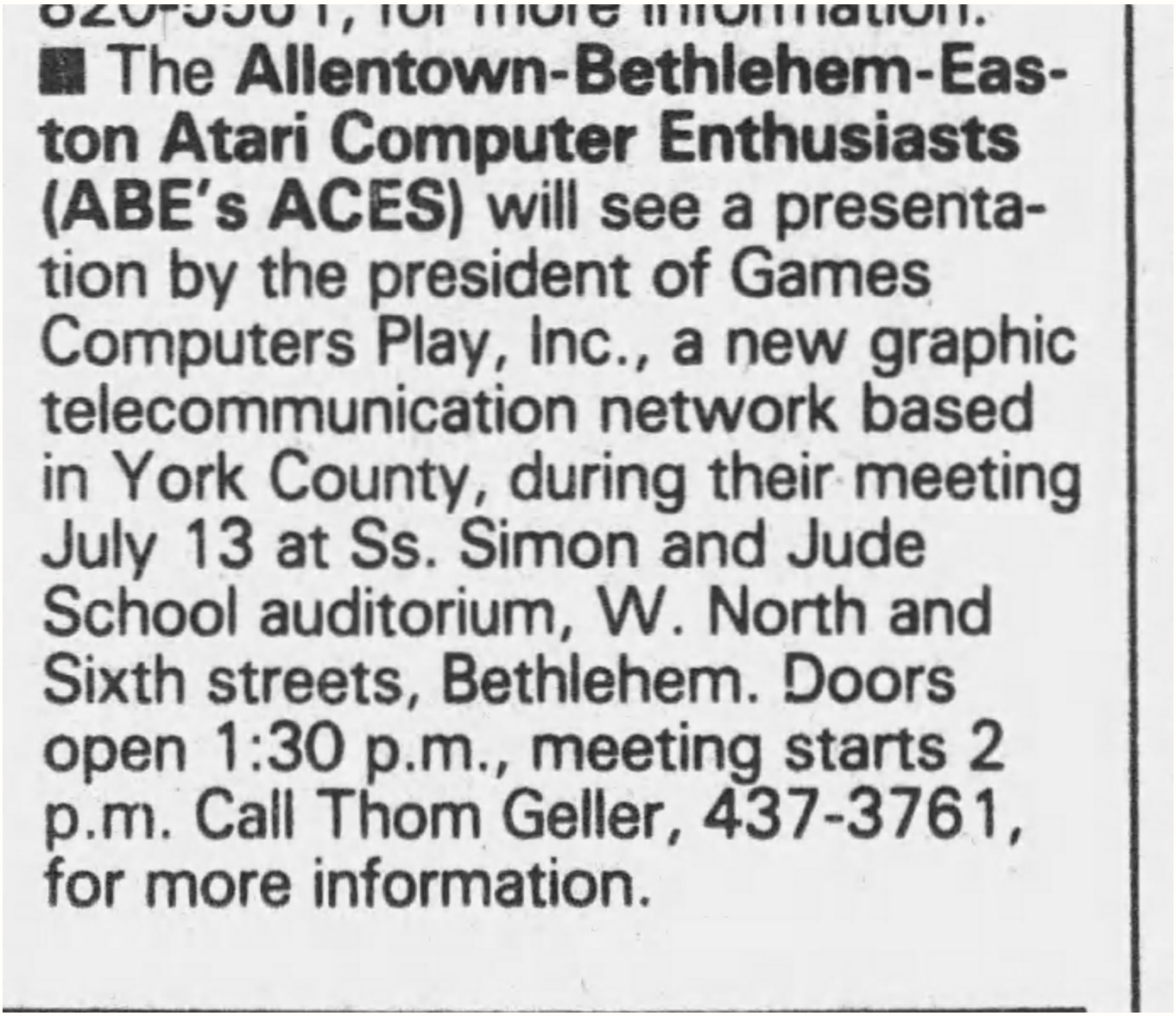
Moore's eyes light up when he mentions MIDICOM, his modem software package. "It allows people to share their music with each other all over the world," he says. "We expect to see some amazing things come out of international communication. After all, musicians don't exist in a vacuum." Other packages include Session Sounds (which contains music developed by studio musicians), and Session Player (prerecorded tracks of bass lines, chord progressions and drum parts).

The alliance with Atari is seen as a way to propel both companies into the limelight of professional applications. "You name it and MIDIMATE can do it," adds Moore.

SOURCE: https://archive.org/details/Electronics_And_Computing_Monthly_1985_05.pdf

7

Electronics and Computing Monthly article, May 1985



820-5501, for more information.
■ The **Allentown-Bethlehem-Easton Atari Computer Enthusiasts (ABE's ACES)** will see a presentation by the president of Games Computers Play, Inc., a new graphic telecommunication network based in York County, during their meeting July 13 at Ss. Simon and Jude School auditorium, W. North and Sixth streets, Bethlehem. Doors open 1:30 p.m., meeting starts 2 p.m. Call Thom Geller, 437-3761, for more information.

The Morning Call clipping, June 30, 1985

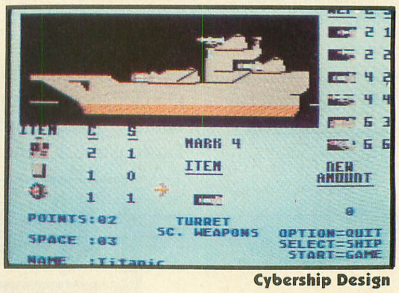
Customs Office

GAMES COMPUTERS PLAY

CyberTank Combat

Superb color graphics online

by ERIC CLAUSEN



Cybership Design

You log onto **Games Computers Play** and suddenly you're in a wonderland of boldly geometric color graphics, with perspectives that come at you from startling angles.

The whole scene could have been designed by M.C. Escher. Or you might be in a vast game of **Realm Of Impossibility**, the Electronic Arts update of the earlier classic **Zombies**. Except you're online and your Atari's playmate is a powerful 300-megabyte minicomputer based in York, Pennsylvania.

Games Computers Play (GCP) is a unique new commercial online service that features state-of-the-art color graphics and easy icon control by joystick. GCP also offers exciting interactive games, real-time conferencing, electronic mail and public domain downloads.

Online since January 1985, GCP is just for Atari computers with 48K memory, disk drive and modem. Currently supported are Hayes Smartmodems and compatibles, plus the Atari 1030 and 835 modems. MPP support may come in the future.

GCP costs only $6 an hour from 6 pm to 7 am and throughout the weekend. Weekday "prime time" is $15 an hour. A one-time $30 signup fee gives you five free hours online, so in effect it costs you nothing extra.

There's no extra charge for 1200 baud, in fact it's highly recommended because of the large amount of data needing to be transferred for updating the graphics screens.

GCP subscribers get a total of three disks, which support the online graphics cues for different areas of the system. This approach is one of those brilliantly simple ideas that you wonder why nobody ever thought of before.

User friendliness is the hallmark of GCP. Keyboard commands are simple and kept down to a minimum. You'll control most of what you do online simply by moving your "droid" icon with a joystick.

Even the process of logging on is totally automated if your modem supports autodialing. It's very simple to configure the GCP boot disk for your modem, and then you're ready to go online.

ENTERING GAMEWORLD

As you log on, an ornate set of doors bearing the GCP logo slides open. You are in the Customs Office where you

Continue on page 10

SOURCE: https://archive.org/details/1985-10-anticmagazine

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Antic article, October 1985

GAMES
continued from page 8

will be asked to present your username and password. As you pass through customs, you can pick out one of the 15 styles of droid bodies from Wardrobe. Your joystick-controlled droid icon now becomes your onscreen character for exploring and interacting with the world of GCP.

Step past the customs desk to a door marked City and press the joystick button. You are prompted to insert your City Disk. The disk drive whirs for a moment and your droid is transported to the magical realm where much of the GCP action takes place.

As you look around the main plaza you see stairs and corridors leading to rooms labeled Post Office, Social Hall, Games and Office. You can guide your droid into any of these rooms and explore the activities.

Along the way, you may meet other droid characters who represent additional users online with you. You can stop and talk to them simply by typing your dialogue. Pressing the [OPTION] key puts you in Whisper Mode that can only be heard by selected droids. Or you can invite a group into a Social Hall room for an impromptu conference.

The Social Hall is filled with a series of rooms numbered like apartments for easy location. If you meet friends in the corridor you can ask them to meet you in Room 120, for example. Once you're at this actual location, you have the option of closing the room door to exclude other users and carry on a private conversation. Or if you'd like to be more sociable, you can leave the door open and invite everyone in.

CYBERTANK WARRIORS

You may decide after awhile in the Social Hall to engage in a little online mayhem in the Game room. You insert your Game Disk and invite some of your more fearless friends to join you in a friendly (ha, ha) game of CyberTank.

This little diversion allows you to design your own tank, complete with customized weaponry, and do battle with multiple players in real-time on a colorful scrolling screen. Watch out for the more experienced players who can shoot the wings off a fly from miles away. Actually, they'll help out novices like you as long as you don't get too uppity!

BioWar is a single/multiple player game that's a strategy version of the computer classic Life. You position cell colonies so that you can trap or destroy an opponent.

GCP has more games under construction, SpaceLanes and War. These should be available to subscribers by the time you read this.

Details on War have yet to be released. But SpaceLanes promises to be quite an epic. It features unlimited online players cruising around in their starships and wreaking havoc in a huge electronic universe filled with unlimited realistic planets.

GCP POST OFFICE

The Post Office in GCP represents a masterpiece of software design. Virtually any type of mailing can be sent to any individual user or group of users. Public domain program uploads and downloads are also handled within the post office.

As of this writing, more than 120 public domain downloads were online. You are encouraged to upload any interesting public domain software you may have. A custom file transfer protocol virtually guarantees error free transmission.

The Office is where you frequently may find the systems operators of GCP. If they're online you might wander in to say hello or ask a few questions, The sysops are very helpful to new users. Of course, you can always leave mail if no one is at work.

ICON POWER

Scattered through all areas and rooms of the GCP world, you'll find icons representing telephones and computer terminals. From the telephones you can contact other online users by typing their usernames, even if you can't see their droids.

The terminals support numerous functions. From a terminal you can type various commands that eliminate the need to walk from room to room. GOTO instantly transports you to a new location, WHO tells you who's on the system and where they are, CHECK MAIL does just that. And there are several other time saving commands.

GCP has recently updated the terminal software to Version 1.02, which speeds up system access. Future updates are to support additional games and faster access times.

The sysops of GCP have ambitious plans for their system. Eventually they'd like to expand to convenience services such as at-home banking and at-home shopping.

Games Computers Play is a fascinating interactive upgrade to the usual online fare. Give GCP a try and you could well be hooked too!

GAMES COMPUTERS PLAY
112 East Market Street
York, Pennsylvania 17401
(717) 848-2660

SOURCE: https://archive.org/details/1985-10-anticmagazine

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Antic article, October 1985

SN 520,549. FRITZ GEGAUF AKTIENGESELLSCHAFT BERNINA-NAHMASCHINENFABRIK, STECKBORN, SWITZERLAND, FILED 2-4-1985.

BERNINA

CLASS 37—CONSTRUCTION AND REPAIR

FOR MAINTENANCE AND REPAIR SERVICES FOR SEWING MACHINES OF ANY KIND AND ORIGIN (U.S. CL. 103).

FIRST USE 9-10-1947; IN COMMERCE 7-1-1980.

CLASS 41—EDUCATION AND ENTERTAINMENT

FOR EDUCATIONAL SERVICES, NAMELY, PROVIDING COURSES AND SEMINARS CONCERNING SEWING AND DRESSMAKING (U.S. CL. 107).

FIRST USE 9-10-1947; IN COMMERCE 7-1-1980.

SN 521,217. ANEBY-HUS AB, ANEBY, SWEDEN, FILED 2-8-1985.

ANEBY-HUS

OWNER OF SWEDEN REG. NO. 154034, DATED 1-23-1976, EXPIRES 1-23-1986.

CLASS 19—NON-METALLIC BUILDING MATERIALS

FOR PREFABRICATED HOUSES AND STRUCTURAL PARTS THEREOF (U.S. CL. 12).

FIRST USE 12-0-1971; IN COMMERCE 12-0-1982.

CLASS 37—CONSTRUCTION AND REPAIR

FOR SERVICES RELATING TO BUILDING, CONSTRUCTION, AND REPAIR OF PREFABRICATED HOUSES (U.S. CL. 103).

FIRST USE 12-0-1971; IN COMMERCE 12-0-1982.

SN 521,318. GAMES COMPUTERS PLAY, INC., YORK, PA. FILED 2-8-1985.

GCP

THE MARK CONSISTS OF THE LETTERS "GCP" IN STYLIZED FORM.

CLASS 38—COMMUNICATION

FOR ELECTRONIC MAIL SERVICES AND TELECOMMUNICATIONS SERVICES, NAMELY, PROVIDING A NETWORK FOR COMMUNICATION AMONG HOME COMPUTERS (U.S. CLS. 104 AND 105).

FIRST USE 6-15-1984; IN COMMERCE 12-19-1984.

CLASS 42—MISCELLANEOUS SERVICES

FOR LEASING COMPUTER PROGRAMS WHICH ENABLE USERS TO PLAY GAMES WITH OTHERS VIA THEIR HOME COMPUTERS THROUGH A NATIONWIDE NETWORK (U.S. CL. 100).

FIRST USE 6-15-1984; IN COMMERCE 12-19-1984.

SN 525,063. REEF INDUSTRIES, INC., HOUSTON, TX. FILED 3-4-1985.

TX 1200

CLASS 17—RUBBER GOODS

FOR FLEXIBLE LAMINATED SHEETS COMPRISING ORGANIC SYNTHETIC RESINOUS FILMS AND REINFORCING STRANDS FOR GENERAL INDUSTRIAL USE (U.S. CLS. 1 AND 12).

FIRST USE 2-23-1984; IN COMMERCE 2-23-1984.

CLASS 22—CORDAGE AND FIBERS

FOR FLEXIBLE LAMINATED SHEETS COMPRISING ORGANIC SYNTHETIC RESINOUS FILMS AND REINFORCING STRANDS USED AS HAY COVERS, TARPAULINS, LUMBER COVERS, EQUIPMENT COVERS, SHIPPING COVERS, AND THE LIKE (U.S. CLS. 1, 12, 22 AND 50).

FIRST USE 2-23-1984; IN COMMERCE 2-23-1984.

Official Gazette of the U.S. Patent and Trademark Office clipping, October 29, 1985

engagements

Lorraine Dargan

Lorraine Dargan, Charles Emmons III

Mr. and Mrs. James G. Farley of Westwood, Mass., announce the engagement of their daughter, Lorraine Elizabeth Dargan, to Charles Russell Emmons III, son of Mr. and Mrs. Charles R. Emmons Jr. of Bethel.

The future bride graduated from Westwood High School and from the University of Massachusetts at Boston with a B.A. in economics. She is a software engineer for Borg-Warner Air Conditioning in York, Pa.

The future bridegroom graduated from Wooster School in Danbury and from Rensselaer Polytechnic Institute, Troy, N.Y., with a B.S. in computer science. He is associated with Games Computers Play, Inc. in York, Pa.

A December wedding is planned.

The News-Times clipping, November 7, 1985

GAMES COMPUTERS PLAY
112 East Market Street
York, PA 17401
$30.00 Sign-up fee plus
$6.00 per hour Standard
$15.00 per hour Prime

by Clayton Walnum

I am sure that those of you with subscriptions to any of the major telecommunications networks (CompuServe, The Source, etc.) remember, in less than favorable terms, the first time you logged on. First of all, there was the problem of just getting on the system. Was that a CTRL-C or a RETURN you ought to have hit? and what was that user number they gave you? Was it 73445,876 or 73544,876? Quick, look it up!

And how about those menus? Layers and layers of menus. You drifted from one to the other, increasingly confused, panic waiting to leap out and grab you, because you just *knew* there was no way back. Your fingers were bruised and bleeding from pounding on the keyboard, trying to get something to work the way you thought it would. Meanwhile, time ($$$$) clicked inexorably on.

If you were anything like me, it took about a month before you could work up the courage to try it again.

For all of you who are nodding your heads in sympathy with the above, I've got good news. There's a new kid in town, who's really something.

Games Computers Play is a telecommunications service that lends new meaning to the term "user friendly." You can forget about that maze of menus and those hundreds of commands that were necessary to function within the other networks. These people did away with most of that. When you log on to **GCP**, you step into a futuristic city that's graphically portrayed on your screen. And I mean a *real* city. There's a customs office, a post office, a games room, a social building, telephones, computer terminals, and even the offices of **GCP** itself.

Welcome to the city.

When you log on, the first thing you'll see is a large set of sliding doors sporting the bold letters ***GCP***. The doors slowly part, revealing a portion of The City's customs office, and there *you* are on the screen, a little robot, or "droid" as **GCP** calls it. You will use your droid to get around in The City, as well as to activate the various icons that control most of the system's functions.

You now enter your log-on name (notice I said *name*, not *number*) and your password. A few seconds pass while you're cleared by customs. If everything checks out, the doors vanish, and the entire customs office comes into view.

In front of you is the customs desk. If you want to see who's currently on the system, just step up to the desk and press your joystick button. The other user's names, as well as where they can be found in The City, appear on your screen. That was easy, wasn't it? No commands. No menus. Just a simple press of a button.

To the left of the customs desk is the cloakroom. It is here that you may exchange the droid you were assigned for a model better suited to your tastes. Use your joystick to wander up and down the rows of unused droids until you find one that strikes your fancy. Press your trigger and you've got a new look.

Now you're ready to enter The City itself. To the right, there's a doorway marked—you guessed it—"The City." To enter, step up to the door and press your trigger.

Once in the city, you use your joystick to guide your droid along the walkways. In your travels, you will see the games building, the post office and the other buildings that make up The City. If there are other users near you, you'll see their droids, as well.

Want to have a little chat with someone? Just move up next to them and type a message on your keyboard. When you hit RETURN, your text is sent. That's all there is to it. No frantically trying to get someone's job number, no weird commands. Just walk up and chat.

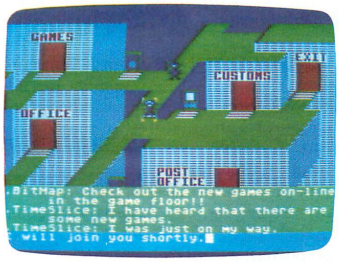
As you explore The City, you'll see things that look suspiciously like computer terminals and telephones. Believe it or not, that's exactly what they are.

The terminals allow you to perform such functions as changing your password, getting the directory of your disk, looking for other users on the system, and checking for mail.

SOURCE: https://archive.org/details/analog-computing-magazine-37 13 / source page 1 of 3

Analog article, December 1985

There's also a GOTO command available if you want to get someplace within The City quickly. For instance, if you type *GOTO GAMES*, you will be teleported to the games floor without having to walk there.


GAMES
EXIT
CUSTOMS
OFFICE
POST OFFICE
.BitMap: Check out the new games on-line in the game floor!!
.TimeSlice: I have heard that there are some new games.
TimeSlice: I was just on my way. I will join you shortly.

Since it can sometimes be a bit tricky to catch up with someone for a chat, there are telephones available. Just step up to one, press your trigger, then activate the call button. As soon as you enter the name of the person you want to speak with, they will be notified and run (we hope) to the nearest phone to answer your call.

The local postal authority.

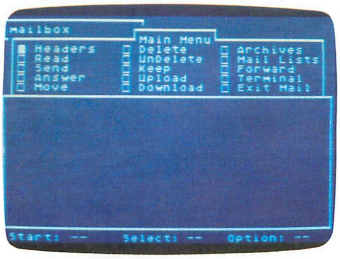
Running a message base is a complex undertaking, especially if you wish to offer subscribers maximum control over the storing and retrieving of their text. Unfortunately, this means that a good deal of compromise is necessary when implementing the message base in an environment such as **GCP**'s.

When you step into The City's post office, the system begins to look a bit like what you would expect from a typical telecommunications service. The menus return (although they are joystick controlled), and there's a series of prompts which must be answered to view your mail.

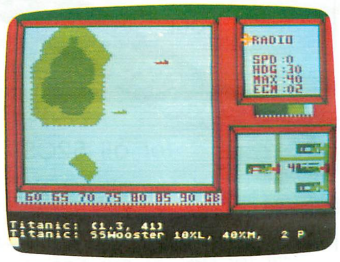
I've been informed, however, that a new post office is in the works, and that all functions will be icon driven, bringing the message base up to date with the rest of the system. By the time you read this, the new icons will probably be in operation. Even without icons, you'll find that the mail system is much easier to operate than any of the others you've likely had experience with. The necessary commands are clearly visible at the top of the screen, and, with a little experimentation, you can get by—even if you haven't read the documentation.

Games *people* play.

GCP provides its users with several



games (after all, they do call themselves ***Games* Computers Play**), all utilizing full graphics. The most popular seems to be **Cybertank**. Here, you select a tank, outfit it, then jump into the fray, battling frantically against other users—whose



sole purpose in life seems to be to place each other into the past tense. Graphics are surprisingly good.

Another game, **Cybership**, is similar to **Cybertank**. You set yourself up with a ship (the ocean-going variety) and cruise the waters of the world, searching for an opportunity to send your worthy opponents on a visit to Davy Jones' locker.

Bio War, based on Conway's game of life, is especially challenging. Here you must plant cells in such a way as to provide maximum growth, while at the same time preventing other players from enlarging their colonies. This game, unlike **Cybertank** and **Cybership**, can be played solitaire.

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Analog article, December 1985

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CIRCLE #141 ON READER SERVICE CARD

These were the only games that were in operation as of this writing. They do have others in development, such as **Lords of Space**, a galactic exploration game where you equip yourself with a starship and sally forth to use and abuse the universe.

Private socializing.

If you find the need to go off somewhere with a buddy or two for a private conversation, you can all meet up in the social building. Here you'll find a number of rooms, each with their own telephones and terminals, where a group of people can get together and discuss those issues of life-and-death importance that need to be resolved, or perhaps just start an on-line game of D&D. Step into the room and close the door for complete privacy.

If, when you arrive at the social building, you notice that there's already a conversation in progress, you can step up to the door and "knock" (press your trigger). Maybe they'll let you in, and maybe they won't.

Help! Anyone there?

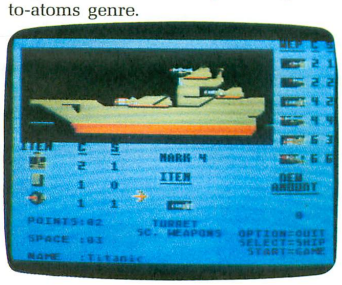
A major source of frustration on most telecommunications services is the inability to contact *immediately* someone in authority with whom to hash out problems. Sure, you could leave a message to the SYSOP, and, if you're real lucky, you may have a reply the next day. I don't know about you, but when I'm tossing out six bucks an hour for connect time, I want answers to problems *now*, not when someone gets around to it.

I've never logged on to **GCP** when there wasn't a SYSOP available. Sometimes they can be found wandering about the city, and sometimes you'll find them in the office building. But when you have a problem, you have access to fast and helpful answers.

Nothing is perfect.

I somehow feel that it is the duty of a reviewer, however distasteful he may find it (chuckle, chuckle), to scrape up some little tidbit to whine about. I have to admit it's been pretty tough, but I'll give it a shot.

I'd like to see more variety on the games floor, perhaps a board game for those of us who aren't into real-time play or games of the reduce-your-neighbor-to-atoms genre.



Also, the system slows down quite a bit when there are more than a few users on-line. In a couple of cases, I was locked out completely and was forced to hang up and reconnect. Granted, the speed problem is pretty universal among the networks, but having a conversation cut off in mid-dialog for a system lockup is pretty hard to take.

Summing it up.

In the course of writing this review, it's been difficult to keep up with the people at **GCP**. The system is in a constant state of flux. Refinements and additions seem to happen weekly as The City grows and matures. In the near future (probably even before this goes to print), **GCP**'s subscribers will find bookcase icons offering help and newsworthy items; bulletin boards on which quick messages of a general nature can be posted; a "bills" door which will allow subscribers access to their account's billing information; a suggestion box for those times when a SYSOP is unavailable (rare); and other nuances too numerous to list here.

The people at **GCP** are excited about what they're doing, and they have every right to be. The possibilities are boundless, limited only by the imagination and vision of its creators. I predict that The City will grow enormously over the coming years, building a population of users who have at last found a telecommunications system that caters to their needs, and above all allows them to have *fun*.

SOURCE: https://archive.org/details/analog-computing-magazine-37 15 / source page 3 of 3

Analog article, December 1985

weddings

Lorraine Dargan, Charles Emmons III

Lorraine E. Dargan and Charles R. Emmons III were married Dec. 21 in First Congregational Church, Bethel, by the Rev. Michael Strah.

The bride is the daughter of Mr. and Mrs. James G. Farley of Westwood, Mass. The bridegroom is the son of Mr. and Mrs. Charles R. Emmons Jr. of 11 Prospect St., Bethel.

Karen McGilly was maid of honor. The bridegroom's sister, Tammie Emmons, and Celeste Kaptur were bridesmaids.

Richard Zinser was best man. The bride's brother, Kenneth Farley, and Tom Reiff were ushers.

A reception followed at The Essex House in Newtown.

Mrs. Emmons graduated from Westwood High School and from the University of Massachusetts at Boston, Dorchester with a B.A. in economics. She is a software engineer at Borg-Warner Air Conditioning, York, Pa.

Mr. Emmons graduated from The Wooster School in Danbury and from Rensselaer Polytechnic Institute, Troy, N.Y., with a B.S. in computer science. He is a software engineer at Games Computers Play in York.

After a wedding trip to New York City, the couple are living in York.

Suzan
Brian

Suzann
McNally
Edward's
the Rev.
The br
and Mrs.
Drive, D
the son
McNally
field.
Dawn
The bric
was bride
Donald
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The News-Times clipping, February 8, 1986

COMPUTER MUSIC

MIDITALK
By: Mitchell Wells

Sorry that there was no article from me last month, but in case you haven't heard, I bought an ST. Because I have no way to easily give the editors of this fine magazine an ST file that they can print out, there was a month lag before I could get back with it. But expect some articles and reviews for ST users about current MIDI software and trends, as well as Info for 8 bit users.

Last month I promised that I would tell how cheaply you can set up your own MIDI system. Well, because of some recent developments locally, I won't talk about software and hardware for the 8 bit (yet... but look for some new and exciting software and hardware). But I will tell you about a keyboard that will set you up with an entire band for under $350.00! And also I'll tell you about the cheapest software for the ST. Unbelievably, it's under $70.00 (I bought it at Castle Communications for $62.00).

As for the keyboard: It's the Casio CZ230S, and Elderly Instruments has it for $325.00. What will it do? Well, check this out: It has 100 preset sounds that are great. These are the same digital sounds that have made CZ101 famous and much used in many small studios. It also works in the same manner as the CZ101 with MIDI: It will play four different sounds simultaneously. By that I mean it will play one voice as bass, one as guitar, one as piano and one as strings if you wish. But more than that, it has an internal programmable drum machine! And the drum sounds are also great because they're PCM digital recordings of real drums! Although the voices are monophonic (when used in the multi-voice MIDI mode), they're rich, full voices produced by a bone-fide synthesizer. And not only are the drums programmable, there are 20 preset rhythms and an intro/fill key which will do short drum solos for you. The manual is relatively easy to understand, and if enough people approach me, I'll be glad to do a demo with this unit. It, of course, has full MIDI implementation.

As for the software, it's HYBRID ARTS EASYTRACK ST. This is a 20 track MIDI recorder that works just like a 20 track tape recorder. It is GEM-based and graphic oriented. The manual is short and easy to understand, and it's the perfect software for beginners who want to record and compose music in real time. For those who want to start using MIDI with their ST, but are not musicians or musically oriented, I suggest ACTIVISION'S MUSIC STUDIO. There's no real-time input of music, but it too is mouse-based and notes are entered on a musical staff, so you could just go to your local music store, buy your favorite sheet music, and duplicate the music onto the screen. Neither of these programs are very powerful, but they are cheap! And they will more than get you going if you are considering MIDI with your ST. As for the 8 bit users who are thinking about buying the Casio CZ230S and using it with their computer, hopefully next month I'll have some more good news. Till then...
mitch

Telecom

NETWORK SERVICES....GAMES COMPUTERS PLAY
by Jerry Cross

This is the first of several articles describing the many on-line services available to Atari users. Rather than give a complete description of each service, I will try to highlight what is available to the Atari user, and whatever background info you may be interested in.

This month I will discuss the fairly new on-line service called GAMES COMPUTERS PLAY. Started about 2 years ago, this is a very different type of on-line service.

First, everything you see on the screen is in graphics. No, not the Atascii characters you see on some bbs's, but ships, tanks, playfields, rooms, hallways, and robot drones. All of the graphic information is contained on two double-sided disks. Whenever the system needs to display a room or graphic it will access the drive and load in the data. It would take way too long to transmit this over the modem.

This leaves the host computer to do all of the player graphics and update any screen data. Not only do you see your own robot, but also the robots of each user currently on the network. for example, if you are in the post office there could also be another user there. You can stop and chat with him, or simply go on to your mailbox.

GCP has most of the features you see on the other network services, including a simple to use E-mail system, a rapidly growing public domain library (with extremely easy up/down menu's) and best of all, GAMES!

There are currently 3 games available.

LORDS OF SPACE

This is a multi-player space exploration, expansion and conquest game. It is a continuing game where you may come and go as you please. It is not played in one sitting; instead you may

SOURCE: https://archive.org/details/MidMichiganAtariMagazine1986-11

Mid-Michigan Atari Magazine article, November 1986

enter the game at any time, play for as long as you like, leave and then come back later.

While you are gone, the planets you have fortified will defend themselves against other players, produce the raw materials and finished goods that you have assigned to them. When you return, your empire will still be there,. It may have grown or shrunk, depending on how long you have been gone, but you do not need to begin again.

The LOS galazy is divided into sectors. There are over 10,000 sectors available to explore. Each sector contains up to 8 systems, and each system contains up to 5 planets. So, as you can see, there is more than enough planets to go around.

When you first join the game you find yourself in the Empire Space station. The space station contains a general store to purchase materials, a bank, spaceship dealer, and the usual data-bases and post office.

You start out with a small Mark I space ship, and the Lord Master of Empire loans you 10,000 Stellars (the local currancy) which you must pay back. To do this, you must begin to earn some money. So, you hop in your spaceship and begin searching the galaxy for planets to colonize. Each planet is given a rating for it's ore, oil, and energy content. The higher the rating, the more ore it contains, and the faster you can mine it.

Remember, this game is played in real time. It will take about 1 week for your planet to produce enough material to purchase anything.

Once you have found 4 or 5 planets to develope, you place some mines and planet defenses on the planet, and then log off. After 1 week, you return to collect your ore, take it back to the space station, and sell it. You then use that money to buy more mines, develope more planets, sell the ore, buy more mines.....and on and on..

Eventually you will earn enough money to purchase a bigger ship, and then you can purchase your own factories. Place these factories on a planet with a good energy rating, and you are no longer dependant on the space station for your material. Your factories can produce anything from fuel, to engines. This can come in handy in the future when you improve your ship.

Meanwhile, while all this is happening, other players are searching out your brand new planets, just waiting to blast them to space dust, or raid your planet and steal your ore. As a new player, you are given a 30 day grace period. This prevents other players from attacking your planets untill you can get them developed. Eventually you will be able to pay off your loans, and maybe even buy your own space station!

In time you will be able to purchase a bigger ship. You can then begin attacking other planets or ships. The computer will figure out the damage depending on the firepower of your ship and the defenses of the planet you are attacking. It's possable to try attacking a planet, only to find your ship blown away! So be carefull who you pick fights with.

As you can see, this games is mostly strategy. You must plan your moves well in advance, and keep records of your progress. This is just like running a small business. If your factory planets run out of materials (ore or oil) they will shut down. You must keep track of their inventory. You must also defend your planets, and search for more planets when the resources of your older planets runs out.

There are also outside forces working against you. Currently, there is a big war going on between the USA (United Ship Alliance) and WASP (Warriors And Space Pirates). I found myself caught in the middle of this battle and lost a lot of planets.

For more imformation about GCP, or to find out how to sign up, check last month's MID-MICHIGAN ATARI MAGAZINE or ask on of your club officers.

CYBERWORLD

This is a combination tank/ship battle game. It is a multi-player game, and can have several players fighting at the same time. You must build your own tank using several different parts, such as lasers, missiles, hull armor, engines and so on. Each componant will cost a certain amount of money, and each takes up space. You must mix and match the different parts so they do not break your bankbook, and will fit in the tank itself.

The playfield is about three by two screens long, and there is plenty of room to move around. The object is to destroy as many opponants as you can, thus increasing your rank. This is not a text game, but an arcade type game. You will need fast reflexes to succeed.

BIOWAR

BioWar is an abstract game of cell growth, loosely based on Conway's Game of Life which appeared in Scientific American. Each player attempts to continue the growth of his cells, while trying to kill off the opposing players' cells.

BioWar can be played as a multi-player game with 2 to 6 players, or a single person can play by himself to get practice with the growth patterns of the cells.

SOURCE: https://archive.org/details/MidMichiganAtariMagazine1986-11

This game hasn't quite caught on with GCP players. It's a fast thinking game, and you must be quick to place your cells correctly for the best advantage. Since I haven't been able to get any GCP players to play me, I can't really say how well the game is.

OTHER STUFF: Changes are always being made on GCP. Some new rules (still not finalized at press time) were being written to make the games more friendly.

GCP also plans to expand their system to include the ATARI ST users. This will be ready before Christmas.

And who knows, maybe if there is enough interest it could expand to other systems. But for now, there are no plans to expand beyond the ST computers.

SIGNUP: There are several ways to sign up for GCP. You can call them at (717)848-2660 (voice) and sign up over the phone. You will then be issued a password and sent your disks and manuals.

If you are in a hurry, and if you have a friend who is already a member, you can sign up on-line. Your friend supplies you with the game disks (you can make copies legally), and your password will be mailed out the next day.

If you are a member of a user group, GCP has a discount plan available. See your club officers for details.

The cost for sign-up is $30. You are given 3 hours of free time valued at $18. The on-line charges are $6 per hour (300 and 1200 baud), and you must have access to Tymnet (no surcharges). The system is available from 6:00pm EST to 5:00am EST, and all day Saterday and Sunday (and major holidays).

ST

ST SOFTWARE SNIPPETS
By Gil Merciez

The last month or so has seen veritable barrage of new ST releases both in productivity and entertainment software.

Origin Systems has released the ST version of Ultima III ($60). Many complained about the appearance of the graphics in Sierra's translation of Ultima II particularly the large expanses of white background. While Ultima II was translated to take advantage of the GEM interface, Origin stuck with a relatively straight translation of Ultima III, an enormous role playing strategy game.

The graphics have been somewhat enhanced to take advantage of the additional colors and resolution of the ST. The mouse can be used to guide your party which can speed up travelling time. Overall the feeling of gameplay is very similar to the other versions of Ultima III and I can give the ST adaptation of this classic high marks.

One undocumented and pleasantly surprising feature of the game is that the musical score is sent through the MIDI port so that if you have a synthesizer, you can customize and enjoy a greatly enhanced sound score. As is the rule with most games, the program is copy protected.

As mentioned last month, I've been playing around a bit with Regent Base (Regent Software $99). At the current time, I feel that this relational database program is promising but is not yet fully polished. The documentation that comes with the program leaves much to be desired. A tutorial is sorely needed to help the beginner construct a data base. I have heard that a tutorial type manual is now being written but I am not sure of how it will be distributed.

Implementation of the procedural file is dreadfully slow. Field length is too limited to be of much use in many situations. This problem can be worked around, but is not worth the effort. Regent Base does support a host of mathematical functions, however, and given some thoughtful revision and polishing could yet prove to be a workhorse database.

Datatrieve (Abacus $49) is another interesting addition to the growing data base ST library. Datatrieve uses the full GEM interface and allows you to construct a data base using different font styles and graphics. The size limitations regarding field and record lengths

SOURCE: https://archive.org/details/MidMichiganAtariMagazine1986-11

Mid-Michigan Atari Magazine article, November 1986

NOTICE

NOTICE is hereby given that Games Computers Play, Inc., a Pennsylvania corporation, having its registered office at 112 East Market Street, York, Pennsylvania, has filed a Certificate of Election to Dissolve with the Department of State of the Commonwealth of Pennsylvania, in Harrisburg, pursuant to and in accordance with the provisions of the Business Corporation Law of the Commonwealth of Pennsylvania, approved May 5, 1933, as amended, and that the said corporation is winding up its affairs in the manner prescribed by said law, so that its corporate existance shall be ended upon the issuance of the Certificate of Dissolution by the Department of State of the Commonwealth of Pennsylvania.

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The York Dispatch clipping, May 21, 1987

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Games Computers Play, Inc.
112 E. Market St. York, Pa.
Brooks K. Pomper, Attorney

York Daily Record clipping, May 23, 1987

Note and Point
continued from page 142

tions about present and future projects at Atari. Frick has already confirmed that Atari is working on both the rumored Apple emulator as well as an 8-bit Atari emulator for the ST.

Other announcments from Neil Harris of Atari made at the Allentown (Pennsylvania) Atarifest at the end of March: *The XEP80 8-bit 80 column display box has been finalized and "sent to be manufactured." Summer, he says. *The 3½" disk drives for the 8-bit line is on hold and may be dropped. The 65XE will be released as a NINTENDO-like keyboardless box as Atari battles for the home game market. Expect the 65XE we know to be dropped, with the new unit offering an optional detached keyboard for gamesters who want to dabble with computing. Atari expects it to be big and cause a new flood of game software for the 8-bit line, hopefully fully runnable on the "real" computers.

Would you believe a 1200 baud Atari modem. The company that seems to have changed their motto to "Products without the Production" now promises that the modem they announced over a year ago will be tested by the FCC and released "soon." The modem "will" support the 8-bit direct connection as well as the ST (standard) RS-232 cable. An 8-bit handler (totally new and not compatible with anything) and a special version of Keith Ledbetter's Express! terminal program will be sold separately! Yike!

It looks more and more like the 1040ST will fall out of the Atari product line once the Mega ST line is available. Rumors abound as to 520s being sold in Canada using up stocks of the 1040 case and inboarding the single sided disk drive and power supplies are adding fuel to that story, but nothing from Atari on it. Another 1040 detail: It appears that the RF modulator is now included, unlike the first versions.

Another Atari orphan is being bought back (sorta . . .) by the manufacturer. If you have a 600XL, send it to Atari with $35 and get an 800XL in exchange. Not a bad deal, even though any 600XL can be upgraded to 800XL memory for under $10 in parts. Mail to: Atari Customer Service, 90 Carribean Drive, Door #17, Sunnyvale, CA 94089.

We have all heard by now that the Mega ST series will include Blitter capabilities that will increase screen writing time 5-10 times over "normal" ST speed, and that the Blitter will be available as an upgrade chip set for the existing STs (around $120). But I was recently asked if the Blitter could be turned off if needed . . . like for games where a fivefold increase in play speed would be, um, challening. (Imagine flying a Cessna F-16 in flight simulator . . .) Answer is yes, you can turn it off.

M.A.C.E., a Detroit area Atari Club that once boasted 1200 members before hard times and internal political disaster peeled them to today's 400 count, announced in their March newsletter that guests at their meetings will no longer be allowed unless they pay a $2 fee (per family), for which they also will get a copy of the M.A.C.E. newsletter and membership literature. Be advised, fellow Atarians, you are not as welcome as you might guess at some club meetings, though I doubt that this policy will be copied by many "user friendly" groups.

More panic in Detroit: *Antic Magazine*'s publisher Jim Capperell wrote to Detroit's M.A.C.E. to notify them that they had to remove any and all Antic programs from their BBS. He reaffirmed that they are copyrighted, and to exchange them is piracy. Despite previous "understandings" about such things, it now looks like Antic wants to play hardball. Nothing was said in the letter about library inclusions of Antic material, but that is probably next. This will be quite a blow to many smaller clubs that have had almost nothing else in their club library but Antic and Analog material. Analog went on record last year saying that their materials could not be distributed before the publication date of the magazine, a very reasonable policy. Even a six-month "cooling" period would be understandable. Antic must not feel that good relations with user groups is worth trading for whatever profits they may reap from old and widely traded software. Part of the reason may be that Antic is now re-releasing some of their older programs as "Specials" on Compuserve, along with lots of mentions that this material is copyrighted and not for redistribution. This all may be part of an agreement to make Antic's presence bring more money to Compuserve.

GEnie, a rapidly growing telecommunication service similar to but priced below Compuserve and the Source, has a special deal for Atari owners (since Atari maintains a direct access on GEnie, with frequent on-line conferences with well-placed officials). Register before the end of the year and save the $18 registration fee. Call 1-800-638-9636 for details.

Games Computers Play plays no more. Just after an expanded text-only service went into effect to supplement the innovative graphic-oriented telecommunications service, GCP abruptly closed up on February 28. Details are not plentiful, but money problems are the cause. They don't expect to reopen as of this writing.

8-bit DOS On A Cart: Spartados from ICD is not the only player in the DOSCART game anymore . . . and the competition is coming from Micheal Wheeler of Alaska. He has put Atari DOS 2.5 on a chart and added true double density support and a RAMdisk handler. Although it is memory-greedy (16K when resident), the cart can be switched out manually. Another switch handles BASIC in or out. This looks like a basement operation, as plans and code for EPROM burning yourself are available for $5, and we don't have a price on finished carts. Contact Michael E. Wheeler, P.O. Box 104013, Anchorage, Alaska, 99510.

Thats a wrap for this month, next time, more news, and let's get into some quick fixes for common Atari hardware failures.! ●

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